

CLAIMS

WHAT IS CLAIMED IS:

1 1. A method for persistently storing an object belonging to a class, comprising the
2 computer-implemented steps of:

3 creating a persistent agent based on a class, said persistent agent providing an
4 interface for persistently storing the object in a persistent object store; and
5 storing the object in the persistent object store based on the persistent agent.

1 2. The method according to claim 1, further comprising the step of modifying the
2 object in the persistent object store based on the persistent agent.

1 3. The method according to claim 1, wherein the step of creating the persistent agent
2 based on the class includes the step of instantiating the persistent agent based on a fully
3 qualified name for a Java class.

1 4. The method according to claim 1, wherein:
2 the persistent object store includes a relational database;
3 and the step of storing the object in the persistent object store includes the step of
4 storing the object in at least one database table corresponding to the class.

1 5. The method according to claim 4, wherein the step of creating the persistent agent
2 based on the class includes the steps of:
3 determining if the at least one database table corresponding to the class has been
4 created; and

5 if the at least one database table is determined not to have been created, then creating
6 the at least one database table.

1 6. The method according to claim 5, wherein step of storing the object in at least one
2 database table includes the steps of:

3 storing values of at least some of the fields in corresponding columns of the database
4 table;

1 7. The method according to claim 6, further comprising the step of designating at
2 least some of the columns as primary key columns based a list of corresponding field
3 names of the object.

1 8. The method according to claim 6, further comprising the step of building an index
2 on at least some of the columns based a list of corresponding field names of the object.

1 9. The method according to claim 1, wherein the object contains another object
2 belonging to another class, said method further comprising the steps of:
3 creating another persistent agent based on the other class; and
4 storing the other object in the persistent object store based on the other persistent
5 agent.

1 10. The method according to claim 1, further comprising the step of establishing a
2 session with the persistent object store;
3 wherein the step of creating the persistent agent includes the step of creating the
4 persistent agent based on the session.

1 11. A method of retrieving a set of objects from a persistent object store, comprising
2 the steps of:

3 creating a persistent agent based on a class, said persistent agent providing an
4 interface for retrieving a set of objects from the persistent object store; and
5 retrieving the set of objects in the persistent object store based on the persistent agent.

1 12. The method according to claim 11, wherein the step of retrieving the set of
2 objects includes the step of retrieving the set of objects in the persistent object store based
3 further on a predicate.

1 13. A method for persistently storing an object belonging to a class, comprising the
2 computer-implemented steps of:

3 creating an agent, said persistent agent providing an interface for persistently storing
4 the object in a persistent object store; and
5 storing the object in the persistent object store using the agent.

1 ~~14.~~
1 15. A computer-readable medium bearing instructions for implementing an
2 application programming interface (API) of a persistent agent for persistent storing an
3 object belong to a class, said instructions arranged to implement routines for performing
4 the steps of:

5 instantiating the persistent agent based on the class;
6 storing the object in a persistent object store; and
7 retrieving a set of objects from the persistent object store based on a predicate.

1 15. A computer-readable medium bearing instructions for persistently storing an
2 object belonging to a class, said instructions being arranged to cause one or more
3 processors upon execution thereof to perform the steps of:

4 creating a persistent agent based on a class, said persistent agent providing an
5 interface for persistently storing the object in a persistent object store; and
6 storing the object in the persistent object store based on the persistent agent.

1 16. A computer-readable medium bearing instructions for retrieving a set of objects
2 from a persistent object store, said instructions being arranged to cause one or more
3 processors upon execution thereof to perform the steps of:

4 creating a persistent agent based on a class, said persistent agent providing an
5 interface for retrieving a set of objects from the persistent object store; and
6 retrieving the set of objects in the persistent object store based on the persistent agent.

1 17. A computer-readable medium bearing instructions for persistently storing an
2 object belonging to a class, comprising the computer-implemented steps of:
3 creating a persistent agent based on a class, said persistent agent providing an
4 interface for persistently storing the object in a persistent object store; and
5 storing the object in the persistent object store based on the persistent agent.